



D3.2 TEAMIT+ Innovation and Impact Teampreneurship Passport Design

Document Information

Issued by	ESTIA Engineering Institute
Issue Date	20/02/2025
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Dissemination level	Public

Document History

Version	Date	Comments and main modifications
01	20/02/2025	Version 1
02	24/02/2025	QA team gave their feedback
03	25/02/2025	Modification of the document with the feedback of QA team
04		

Funding information and disclaimer

The TEAMIT+ project is funded by the European Union (Grant Agreement Nr. 101111560). Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.



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TEAMIT+ Innovation and Impact Teampreneurship

Passport Design

Introduction

This deliverable is concerning the design & the creation of the TEAMIT+ Innovation and impact teampreneurship passport.

Indeed, all participants in the TEAMIT+ Expert Course / training programme will obtain **micro credentials** based on the **ESCO classification of European skills** to enable the different profiles to **validate their skills** and to **facilitate the usage and translation of these microcredits in their career path**. Within this framework, each TEAMIT+ training module defined the key skills that will be transmitted and validated. Since the very initial step of the project, the partners identified a set of 18 pertinent skills (8 Green Skills, 4 Digital Skills, and 6 Resilience Skills) that had been selected in the ESCO database which will be associated to each one of the 3 Modules of the TEAMIT+ expert course (see Figure 1 : “18 skills from ESCO classification covered by the 3 TEAMIT+ modules (cf. Grant Agreement)”):

- 9 skills will be associated to the Module 1
- 11 skills will be associated to the Module 2
- 13 skills will be associated to the Module 3

The skills covered by the modules from the ESCO classification are the one reflected in Table 6.

Table 6. Skills acquired in the TEAMIT+ training programme from the ESCO classification

	Module 1	Module 2	Module 3
Green skills			
Evaluate environmental impact of personal behaviour	x	x	x
Adopt ways to reduce negative impact of consumption	x	x	x
Environmental policy	x		
Circular economy		x	
Environmental legislation	x		
Promote environmental awareness	x		
Environmental engineering		x	
Measure companies' sustainability performance			x
Digital skills			
Creatively use technologies		x	x
Collaborate through digital technologies	x	x	x
Browse, search and filter data, information and digital content	x	x	x
Develop digital content	x	x	x
Resilience skills			
Work in teams	x	x	x
Solve problem		x	x
Show entrepreneurial spirit			x
Intercultural competence			x
Think innovatively		x	x
Promote ideas/products/services			x

*

Figure 1: 18 skills from ESCO classification covered by the 3 TEAMIT+ modules (cf. GA)

At the end of each of the 3 modules, the participants will receive a validation of skills through the *TEAMIT+ Innovation and Impact Teampreneurship Passport*.

Those who have participated in a single module will only receive the specific associated Digital Passport. Those who have participated in 2 or 3 modules will receive all of the 3 passports :

- Digital Passport associated to Module 1 : Ecological And Solidarity Transitions passport
- Digital Passport associated to Module 2 : 24h of Innovation for the planet passport
- Digital Passport associated to Module 3 : Social4Innovation passport

According to the grand agreement, the **format of this passport had be digital** and compatible with social networks, to **increase the visibility of these skills** and thus **improve participants employability on the future European Labor Market** by highlighting then those very practical experiences and associated skills in addition to their “academic” degrees or individual backgrounds.

This deliverable is divided in 2 sections in order to illustrate the processed we followed :

- The first one is about the benchmark of tools and designing-testing phase of the 3 passports
- The second one is about the delivery of the passports that we have been doing already until the date of creation of this 3.2 deliverable.

Designing-testing phase of the 3 digital passports

To be the most effective possible, we indeed started to look for possible existing platforms even before launching the Kick Of Meeting (KOM) on 21-22 September 2023 as we wanted to animate a dedicated workshop about this passport design directly during the KOM.

With the help of the expertise of one of our ESTIAs colleague Mr. [Georges MATHIO](#), a research engineer specialist in computer science, our benchmark quickly led us to select the [Open Badges Factory platform](#). Indeed, Open Badges Factory platform met a number of prerequisites (digitization of passports, ability to design the form and content ourselves, ability to publish the passport on networks, etc.), but above all it was **the only platform that we found (subject to the purchase of the ‘PRO’ version)**, which linked the skills to be associated with each passport directly from the same ESCO database on which we had relied since the launch of the TEAMIT+ project (see Figure 2).

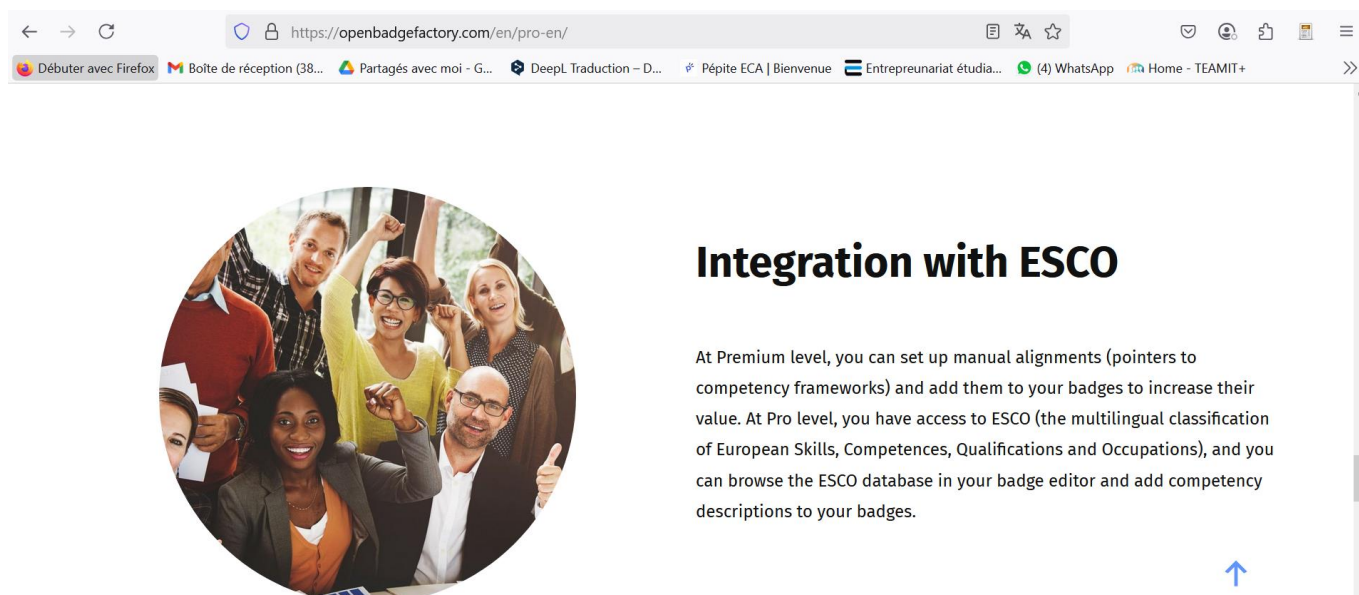


Figure 2: Open Badge “Pro” Version : integration with ESCO database

This feature was key in our final selection as it allows us then to directly browse and pick up all the 18 skills we initially identified in our project proposal to associate it automatically to each one of the 3 Modules Passports.

We therefore decided to subscribe to freemium access from the KOM (September 2023) and to enter an agile and ‘learning by doing’ phase during the 60-day free trial period (November 2023).

The aim was to have the possibility to test and understand the Open Badge Platform and try to have a first draft version of each of the 3 modules digital badges before the end of this free-trial period so we could be able to decide further on if we should really book the full access to it in order to get all of our 3 badges ready as soon as possible even before the launching of the Expert Course in September 2024.

We organized then 3 workshops including each time M. Jérémie Faham (3.2 task leader from ESTIA), M. Georges MATHIO (computer science expert from ESTIA) and the leaders of each of the modules (see Figure 3 : screenshot of Module 1 draft design session with M. Justine SOULARD, Georges MATHIO and Jérémie FAHAM on 09.11.23) :

- 09.11.23: Module 1 “Ecological And Solidarity Transition passport draft design ” with Ms. Justine SOULARD and Ms. Margaux SINNAEVE (from Initiative Développement partner)
- 20.10.23: Module 2 “24h of innovation for the planet passport draft design” with M. Jérémy LEGARDEUR (creator of the event in 2007, from ESTIA partner)

- 07.11.23: Module 3 “Social4Impact passport draft design” with Mailen MENDIZABAL (from Diversity4Equality partner)

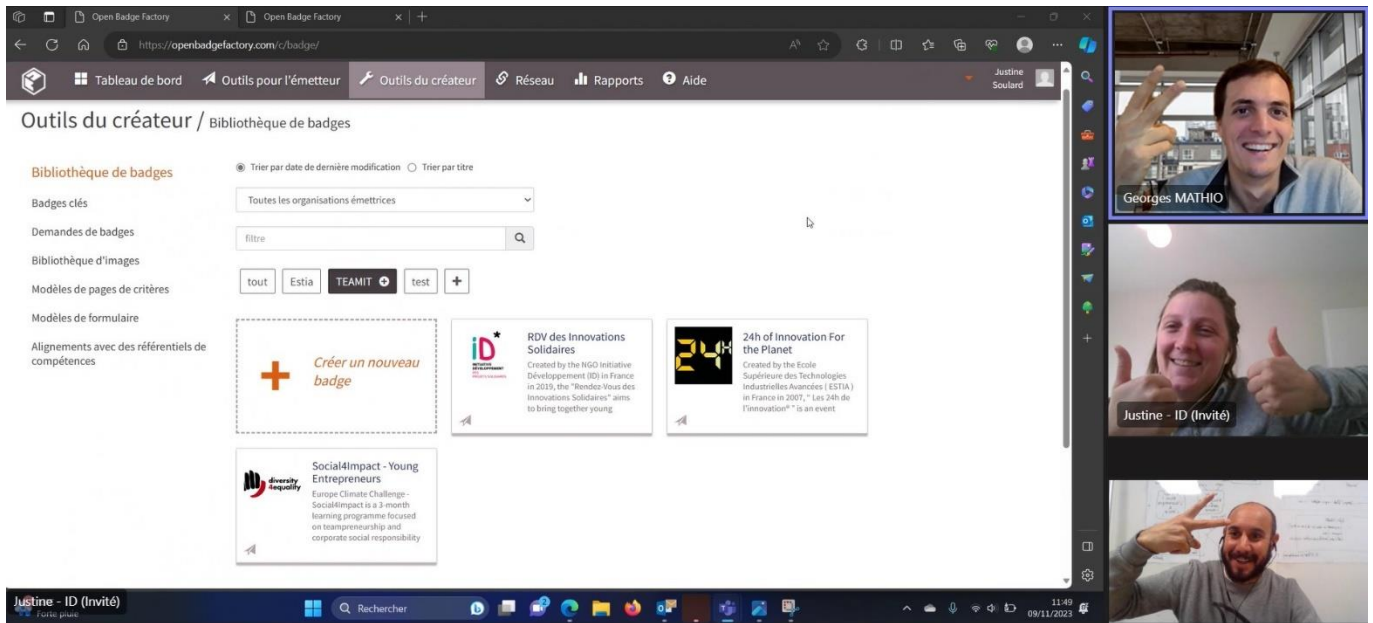


Figure 3: screenshot of Module 1 draft design session (with M. Justine SOULARD, Georges MATHIO and Jérémie FAHAM on 09.11.23)

Those creative sessions were really successful. The navigation on the tool got easy to catch up by everyone and the features of the platform were effectively answering our requirements. We ended up as initially wished with the 3 first draft versions of the digital badges and their associated emails that would be sent to the participants (See Figure 4).

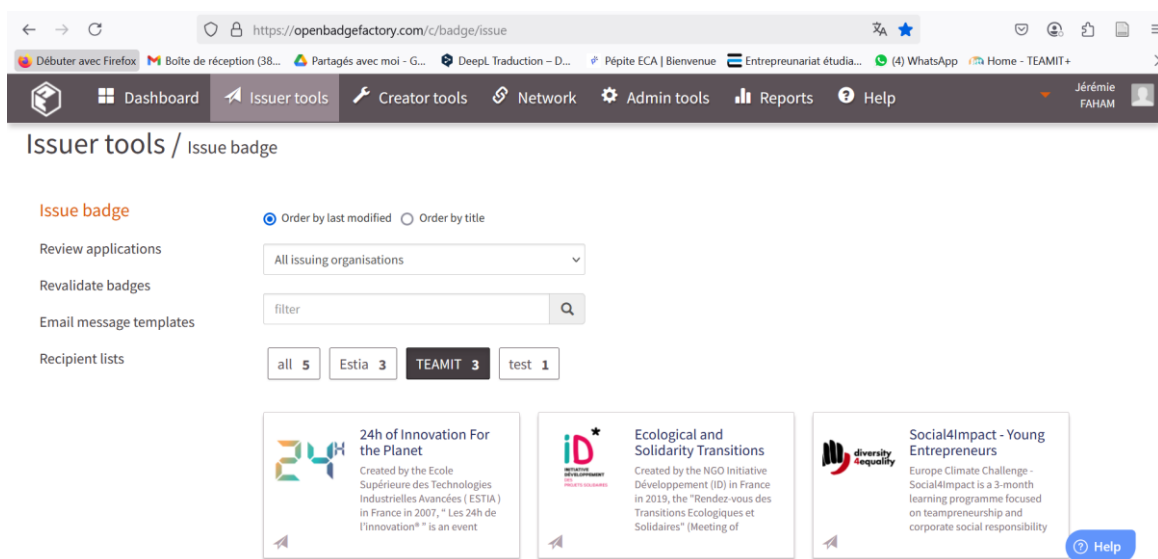


Figure 4: Screenshot of the 3 first draft versions of the digital badges on Open badges platform

So after carefully testing “learning by doing” all the processes (of sending, receiving, downloading and publishing the passports on social networks) we finally decided to book the “PRO” version of TEAMIT+ passport in September 2024 (before the launching of the first 2024-2025 edition of the TEAMIT+ Expert Course).

Passports delivery process after Module 1 & Module 2*

(*Module 3: Bootcamp 1 in Finland is still running when producing this D 3.2)

The first edition of the TEAMIT Expert Course 2024-2025 had been successfully launched in autumn 2024.

- Module 1 : took place on 10th of October 2024
- Module 2 : took place on 03-04 of December 2024
- Module 3 : is still running from 12th until 20th of February 2025 in Finland

As we couldn't wait any longer, we decided to deliver all the M1 & M2 digital passports at once to all of the participants on 19th of February 2025 (the Module 3 being still ongoing in Finland until the 20th of February, we'll have to send the digital badges of the M3 Social4Impact module to the 40 participants selected later on by the end of this month).

To make sure that we didn't forget anybody, we asked each Module Organizers on each local events (M1 in France, Spain and Greece and M2 in Spain, Finland and Greece) to update the final list of participants to each local event and send it back to us. One time we centralized and gathered all the list of participants we then had been able to create the 2 recipients list into OBF platform in order to send the digital badges automatically and directly to all individual participants of M1 or M2 or M1 and M2 (see Figure 5).

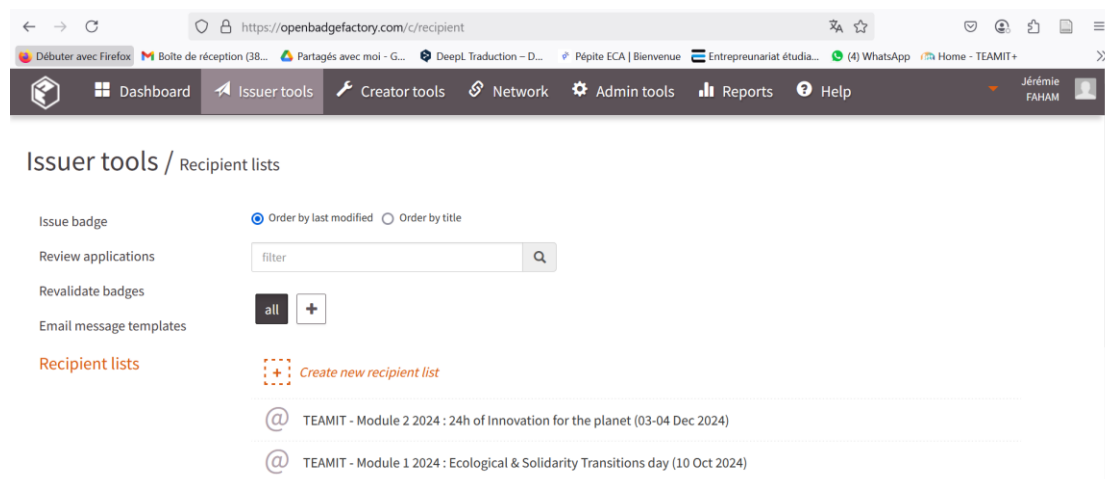


Figure 5: Module 1 and Module 2 recipient lists of participants

As initially planned the first M1 and M2 digital badges were successfully delivered to all participants of M1 & M2 (a total of 496 badges were already delivered) on the 19.02.25:

- 228 Badges got delivered to all participants of M1 (See Figure 6)
- 268 Badges got delivered to all participants of M2 (See Figure 7)

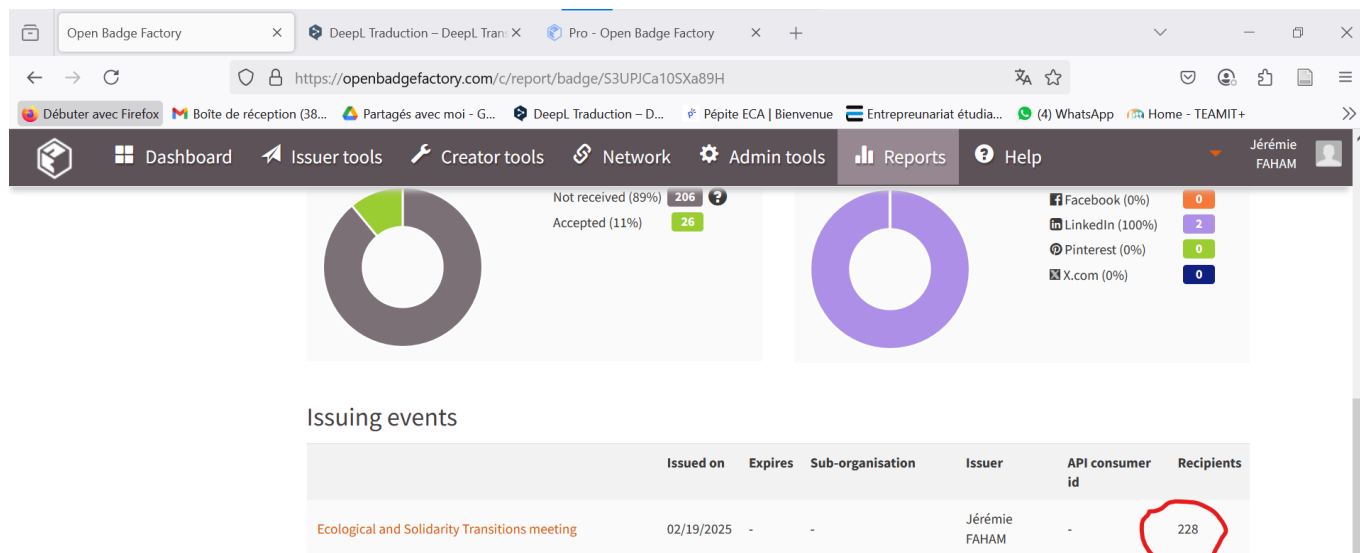


Figure 6: number of 228 digital badges issued to the participants of Module 1 (10.10.24)

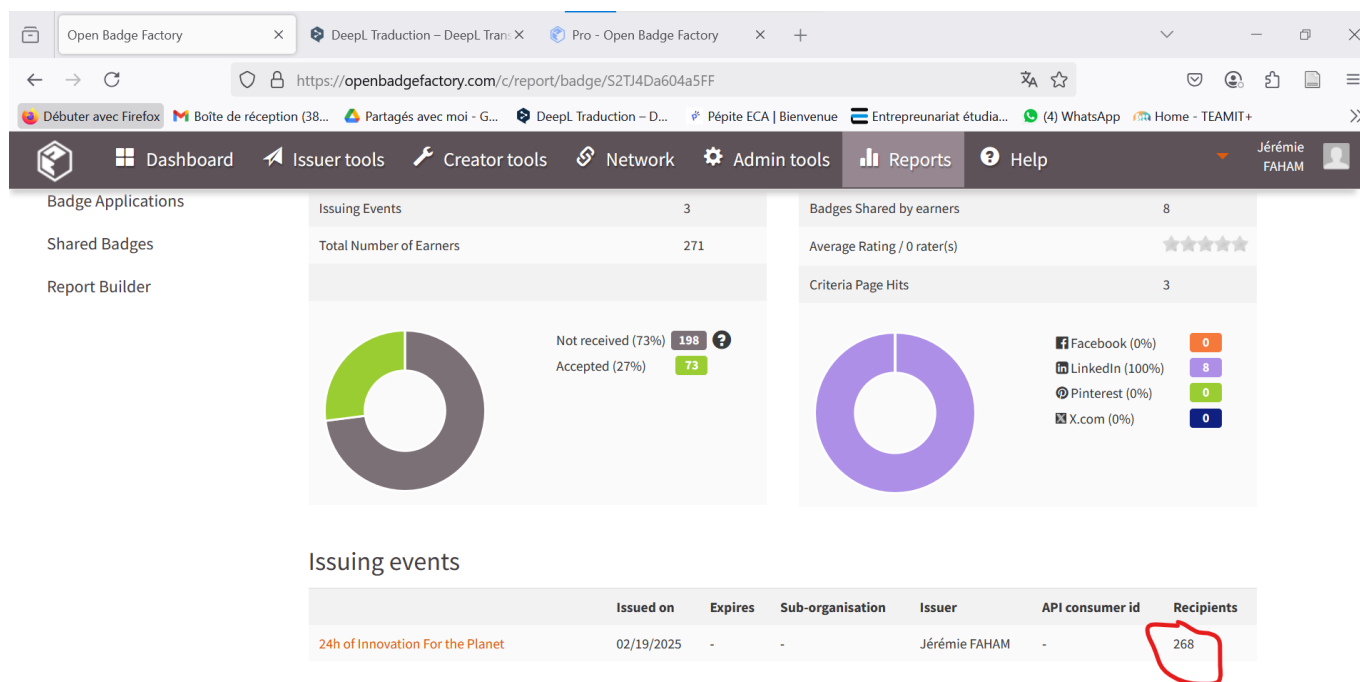


Figure 7: number of 268 digital badges issued to the participants of Module 2 (03&04.10.24)

All participants then received an automatic email informing them individually that they received a digital passport for each one of the Modules (M1, or M2 or M1 and M2) in which they participated (See Figure 8).

In this email they could then download their individual badge (See Figure 9).

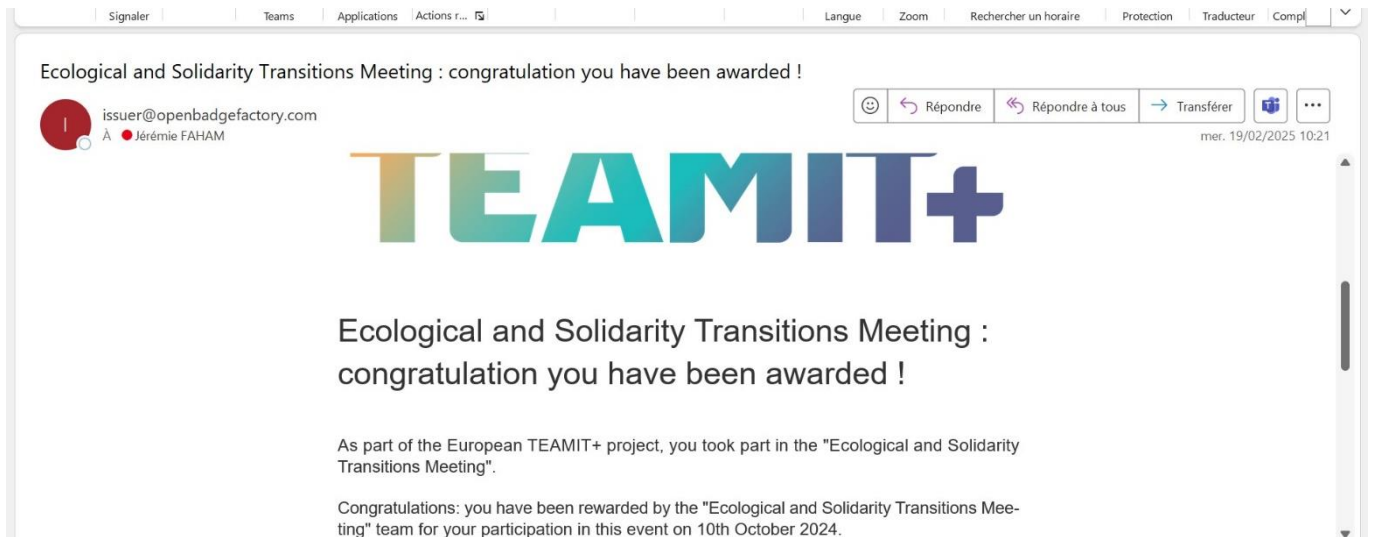


Figure 8: example of a “congratulation email” received by the participants after participating to the M1

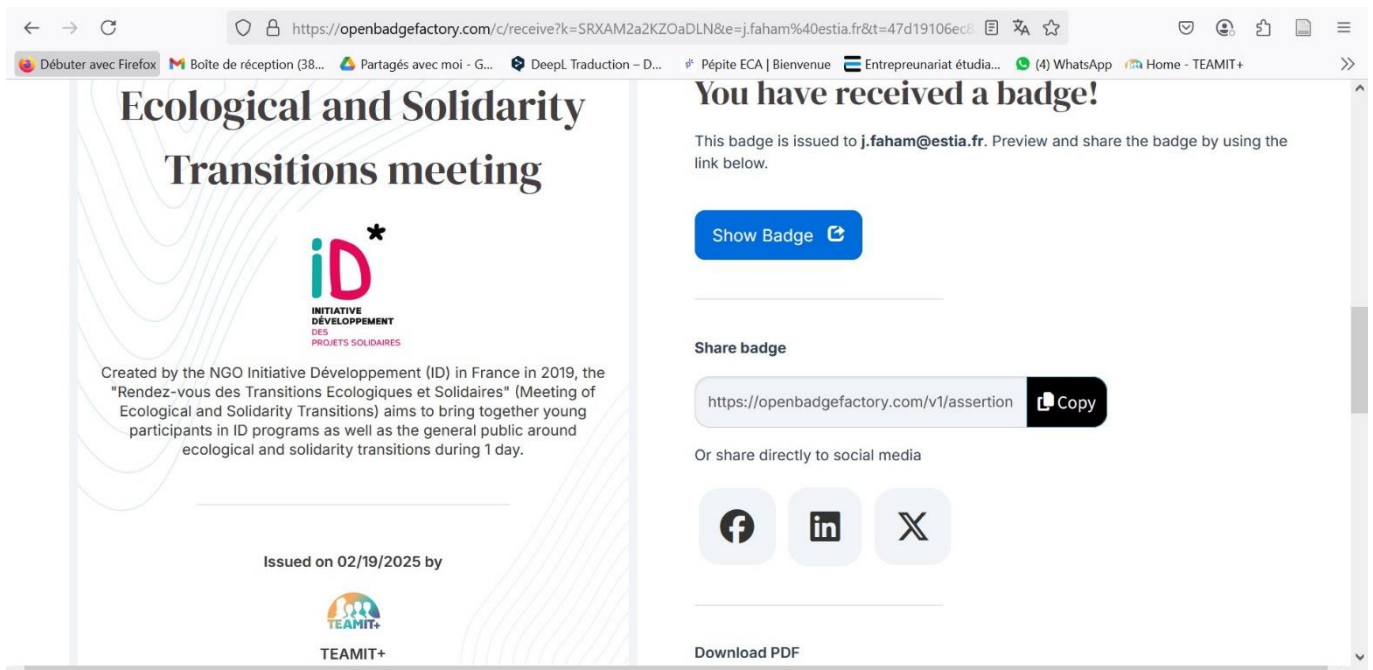


Figure 9: example of the possibility of downloading the TEAMIT+ M1 digital badges delivered by Initiative Développement (main organizers of this module)

Each Badge specifies in the first part the name of our project expert course “TEAMIT+”, the name of the specific module “Ecological and Solidarity Transitions meeting” in our example, the email address of the people who got awarded “j.faham@estia.fr” in our example, a short explanation of the module content, the main “#topics” linked to this specific module, and the delivery date “2025-02-19” in our example (see Figure 10)



Figure 10: example of M1 digital badge (Part 1)

In a second part, each badge also specifies the “Issuer” identity (in our example : j.faham@estia from The TEAMIT+ organization), the criteria of attribution, and the most important (See Figure 11) : all the Alignments and Skills “validated” or linked to this digital badge (including for each skill : a short explanation of it and in addition the direct link toward the ESCO official database)

A QR code and a web link (See Figure 12) are also written at the bottom of each badge in order to allow anybody to access the online version of the badge (for example : to allow a company to check the validity of the badge presented while being in a recruitment process)

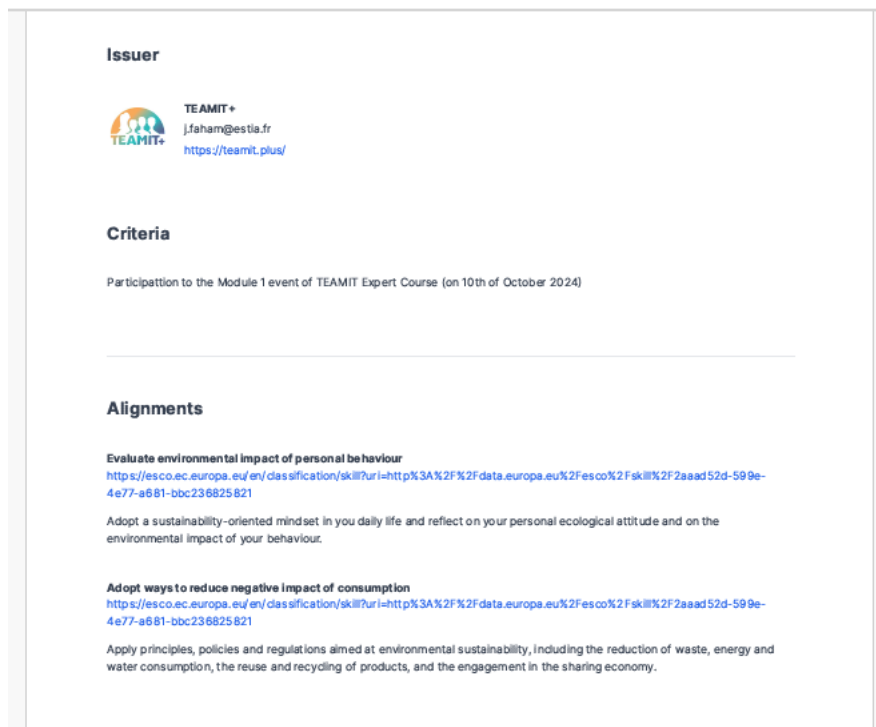


Figure 11: example of M1 digital badge (Part 2) with some “associated” skills



Figure 12: QR code and link to online badge at the bottom line of each badge

In addition, each recipient is also getting offered the possibility to automatically share the online badge on three social medias (Facebook, X, LinkedIn) in order to highlight this new expertise and skills on its online professional profile (See Figure 13, Figure 14 and Figure 15).

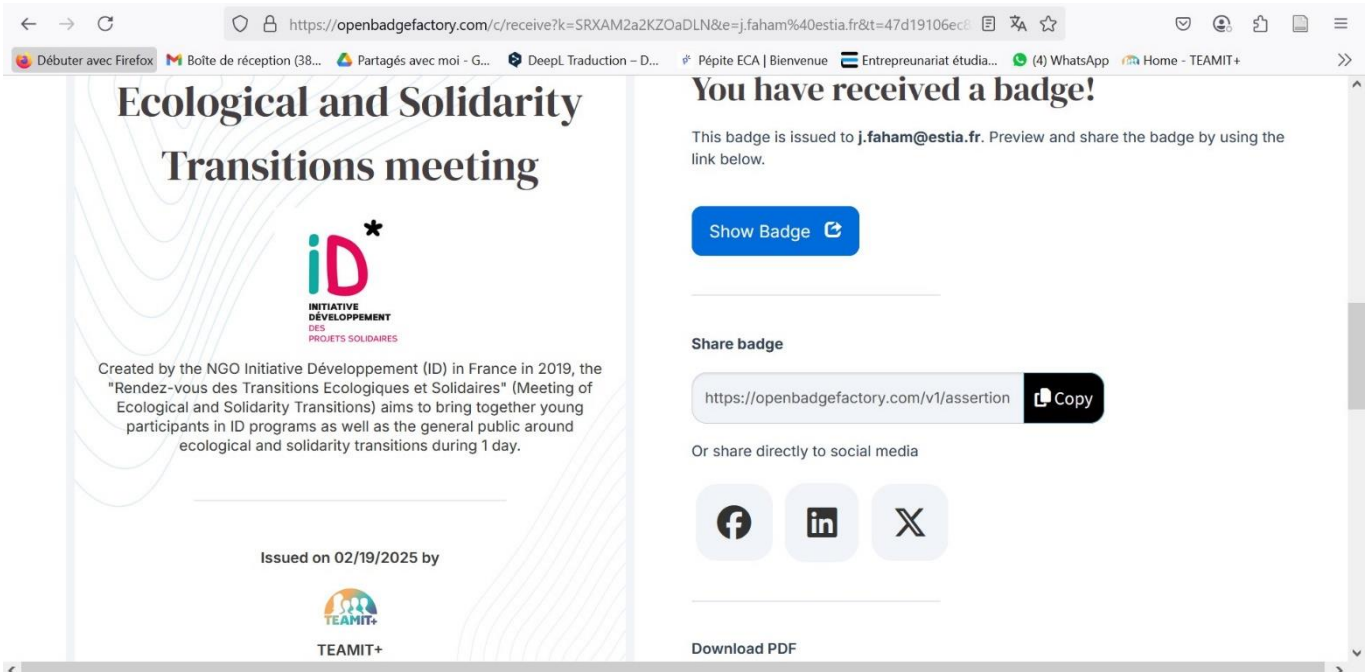


Figure 13: possibility to share the M1 badge on three social media platforms

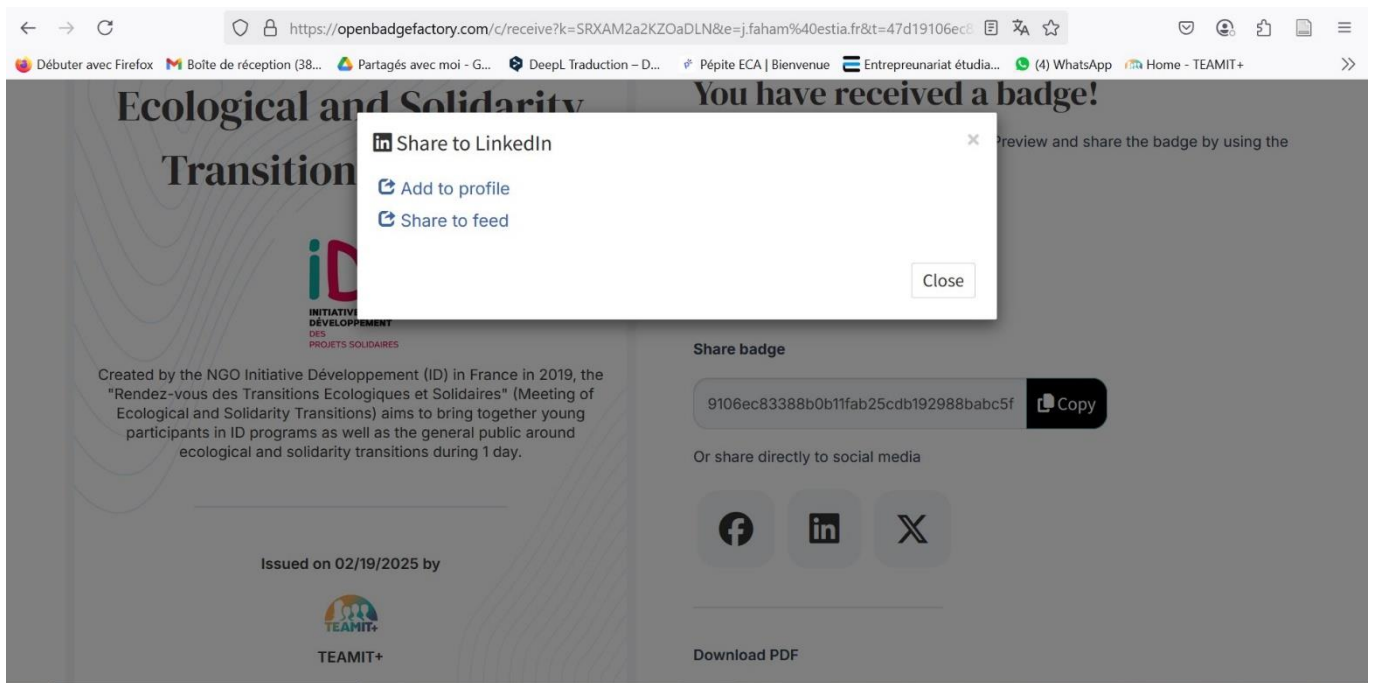


Figure 14: sharing the M1 digital badge on LinkedIn social media

The image shows a screenshot of a LinkedIn profile page for Jérémie Faham. The profile name is "Jérémie Faham" and the headline is "Start Up Manager & Entrepreneuriat Etudiants ESTIA ENTREPRENDRE / HUB ESTIA - Dr. Sciences de Gestion ...". The page displays a section titled "Licences et certifications" with two digital badges from TEAMIT+:

- 24h of Innovation For the Planet**
TEAMIT+
Date de délivrance : févr. 2025
Identifiant de la certification 8bf62f4403a3744b00504bfda048ec66c38d5253
Afficher l'identifiant
- Ecological and Solidarity Transitions meeting**
TEAMIT+
Date de délivrance : févr. 2025
Identifiant de la certification 47d19106ec83388b0b11fab25cdb192988babc5f
Afficher l'identifiant

Figure 15: Certifications of TEAMIT+ digital badges of M1 (24h) and M2 (Ecological and Solidarity Transitions) on LinkedIn social media

Conclusion

One of the aims of the TEAMIT+ project and Expert Course is to give young people under the age of 30 the opportunity to take part in extra-academic 'learning by doing' experiences in order to help them develop the soft skills that are increasingly in demand on the job market. It also helps them to boost their employability rate when they leave (or come back from) their studies in a world of flexibility and digitalisation. Entrepreneurial and innovative mindset and the values of cooperative working and intercultural teams have become prerequisites for meeting the incredible challenges of the societal and environmental transition facing the European Union.

In this context, ensuring the proper implementation of each module and the success of each collective experience and the individual development of each participant during these modules is a prerequisite. But it is just as important to make the most of these unique 'extra-academic' experiences and to encourage recognition of these complementary skills for the young participants, to boost their employability on the job market, and also to teach them to make more systematic use of the expertise they have acquired outside their course of study.

The TEAMIT+ Course expert's digital passports attempt to meet this need.

The value proposition appears to have been "technically" assured to date.

We will now have to monitor the number of badges «opened» by participants after receipt (see Figure 6 and Figure 7 which allow us to track this data on the OpenBadgeFactory platform) and relaunch them intelligently to motivate them to really value them and publish them at least on their online professional profiles on social networks.

We will also have to send very soon by the end of February or early March 2025 the M3 digital badges to the 40 teampreneurs who participated to this Module in Finland (ending this week).



**Ecological and Solidarity
Transitions meeting**



Badge Awarded to

j.faham@estia.fr

Created by the NGO Initiative Développement (ID) in France in 2019, the "Rendez-vous des Transitions Ecologiques et Solidaires" (Meeting of Ecological and Solidarity Transitions) aims to bring together young participants in ID programs as well as the general public around ecological and solidarity transitions during 1 day.

#awareness #commitment #ecology #meeting #SDGs #solidarity #sustainabledevelopmentgoals #transitions

Issued on: 2025-02-19

Issuer



TEAMIT+

j.faham@estia.fr

<https://teamit.plus/>

Criteria

Participation to the Module 1 event of TEAMIT Expert Course (on 10th of October 2024)

Alignments

Evaluate environmental impact of personal behaviour

<https://esco.ec.europa.eu/en/classification/skill?url=http%3A%2F%2Fdata.europa.eu%2Fesco%2Fskill%2F2aaad52d-599e-4e77-a681-bbc236825821>

Adopt a sustainability-oriented mindset in you daily life and reflect on your personal ecological attitude and on the environmental impact of your behaviour.

Adopt ways to reduce negative impact of consumption

<https://esco.ec.europa.eu/en/classification/skill?url=http%3A%2F%2Fdata.europa.eu%2Fesco%2Fskill%2F2aaad52d-599e-4e77-a681-bbc236825821>

Apply principles, policies and regulations aimed at environmental sustainability, including the reduction of waste, energy and water consumption, the reuse and recycling of products, and the engagement in the sharing economy.

environmental policy

<http://data.europa.eu/esco/skill/081d7679-5070-4777-bece-a28c49f15636>

Local, national and international policies dealing with the promotion of environmental sustainability and the development of projects which reduce negative environmental impact and improve the state of the environment.

environmental legislation

<http://data.europa.eu/esco/skill/6f5850ea-5785-4e2c-b062-743066fd5bdb>

The environmental policies and legislation applicable in a certain domain.

promote environmental awareness

<http://data.europa.eu/esco/skill/8abdc43c-2bfd-417c-97c2-27fcdaf53171>

Calculate the carbon footprint of business processes and other practices in order to promote sustainability and to raise awareness for the environmental impact.

collaborate through digital technologies

<http://data.europa.eu/esco/skill/2b34a99f-9813-4c91-9509-b6b9b8c3132e>

Use digital tools and technologies for collaborative processes, and for co-construction and co-creation of resources and knowledge.

browse, search and filter data, information and digital content

<http://data.europa.eu/esco/skill/e439742d-558d-4f52-885e-afd740b48cf>

Articulate information needs, search for data, information and content in digital environments, access them and navigate between them. Create and update personal search strategies.

develop digital content

<http://data.europa.eu/esco/skill/5fd5c985-eaaa-47aa-8314-62359c54505a>

Create and edit digital content in different formats, express oneself through digital means.

work in teams

<http://data.europa.eu/esco/skill/60c7b287-22eb-4103-9c8c-28deaa460da0>

Work confidently within a group with each doing their part in the service of the whole.

View badge online:

<https://openbadgefactory.com/v1/assertion/47d19106ec83388b0b11fab25cdb192988babc5f>





24h of Innovation For the Planet



Badge Awarded to

j.faham@estia.fr

Created by the Ecole Supérieure des Technologies Industrielles Avancées (ESTIA) in France in 2007, " Les 24h de l'innovation® " is an event based on a meeting around creativity and innovation in 24 hours flat .

The main idea is to create synergy in order to provide an extraordinary experience between the different participants in the teams.

The teams, made up of students from different schools and universities in France and abroad as well as professionals, employees, freelancers, consultants and artists, form freely on the day and have 24 hours to work on the real subject of their choice .

The goal is to develop creative and innovative concepts, products and services as a team (software, artistic creations, communication and marketing campaigns, new organizations, etc.) based on themes and subjects proposed by companies, laboratories, creators. which are revealed during the opening ceremony.

A team of multidisciplinary coaches present during the 24 hours supports the participants; a fablab is at their disposal as well as software resources to quickly move from idea to prototype.

The teams must present their results the next day in the form of a 3-minute pitch to a jury. The best teams are awarded prizes following the jury's deliberations on the same day.

#24h #creativity #enterprises #event #ideation #innovation #multidisciplinarteam #planet #problemsolving #prototyping #students #sustainability

Issued on: 2025-02-19

Issuer



TEAMIT+

j.faham@estia.fr

<https://teemit.plus/>

Criteria

Participate to the event in one team

Alignments

environmental engineering

<http://data.europa.eu/esco/skill/b1b118c4-3291-484e-b64d-6d51fd5da8b3>

The application of scientific and engineering theories and principles aimed at improving the environment and sustainability, such as the provision of clean habitation necessities (such as air, water, and land) for humans and other organisms, for environmental remediation in the event of pollution, sustainable energy development, and improved waste management and waste reduction methods.

browse, search and filter data, information and digital content

<http://data.europa.eu/esco/skill/e439742d-558d-4f52-885e-afd740b48cf>

Articulate information needs, search for data, information and content in digital environments, access them and navigate between them. Create and update personal search strategies.

develop digital content

<http://data.europa.eu/esco/skill/5fd5c985-aaaa-47aa-8314-62359c54505a>

Create and edit digital content in different formats, express oneself through digital means.

collaborate through digital technologies

<http://data.europa.eu/esco/skill/2b34a99f-9813-4c91-9509-b6b9b8c3132e>

Use digital tools and technologies for collaborative processes, and for co-construction and co-creation of resources and knowledge.

creatively use digital technologies

<http://data.europa.eu/esco/skill/1a4cc54f-1e53-442b-a6d2-1682dc8ef8f9>

Use digital tools and technologies to create knowledge and to innovate processes and products. Engage individually and collectively in cognitive processing to understand and resolve conceptual problems and problem situations in digital environments.

work in teams

<http://data.europa.eu/esco/skill/60c7b287-22eb-4103-9c8c-28deaa460da0>

Work confidently within a group with each doing their part in the service of the whole.

think creatively

<http://data.europa.eu/esco/skill/c624c6a3-b0ba-4a31-a296-0d433fe47e41>

Generate new ideas or combine existing ones to develop innovative, novel solutions.

solve technical problems

<http://data.europa.eu/esco/skill/14832d87-2f2f-4895-b290-e4760ebae42a>

Identify technical problems when operating devices and using digital environments, and solve them (from trouble-shooting to solving more complex problems).

Badge endorsements



ESTIA

jjegardeur@estia.fr

<http://estia.fr>

As founder of "The 24h of innovation", I endorse this wonderful badge!

View badge online:

<https://openbadgefactory.com/v1/assertion/Bbf62f4403a3744b00504bfd048ec66c38d5253>



This PDF file is a standard Open Badge. The validity of this badge can be checked with a validator service:

<https://openbadgefactory.com/validator?id=Bbf62f4403a3744b00504bfd048ec66c38d5253>



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